Try our affiliated browser extension - redirect to BreezeWiki automatically!

Serpentes: Friend of Foe

Search

Page theme default light dark

This open fan-fiction article was started by Adalwulf of Aedirn. Feel free to join the effort and enrich it with your own ideas, as long as you deem yourself knowledgable enough and respect/do not delete what others wrote.

While mammals and birds dominate the visible landscapes of the Continent, the order of the *Serpentes* rules the tall grass, the swamp beds, and the shadows of alchemical laboratories. Often feared as symbols of betrayal or poison, tame serpents are quietly kept by assassins, Zerrikanian nomads, eccentric mages, and underworld information brokers. A trained snake cannot fetch a stick or carry a rucksack, but it can slip a lethal dose of venom into a target's boot, navigate a flooded cavern with absolute ease, or monitor a perimeter via the thermal silhouettes of intruders.

Contents

1. Breed Overview
2. Universal Serpent Mechanics
3. Serpent Base Statistics Archetypes
4. Breed Deep-Dives
   4.1. Zerrikanian Horned Viper
   4.2. Nilfgaardian Imperial Constrictor
   4.3. Toussaint Grass-Adder
   4.4. Cidarian Coral-Serpent
   4.5. Fancy Ribbon-Snake

Breed Overview

Breed Name	Realm of Origin	Primary Function	Notable Characteristics
Fancy Ribbon-Snake	Everywhere	Companionship / Concealment	Small, highly docile, and completely non-venomous; favored by bards and pickpockets.
Zerrikanian Horned Viper	Zerrikania	Venom Harvesting / Assassination	Striking golden scales and highly aggressive; possesses one of the most volatile neurotoxins known to alchemy.
Toussaint Grass-Adder	Toussaint	Vineyard Utility / Pest Control	Gentle with humans but ruthless against rodents; highly valued by wine-makers for cellar defense.
Nilfgaardian Imperial Constrictor	Southern Provinces	Intimidation / Guarding	A massive, heavy-bodied serpent that kills through asphyxiation rather than venom.

Cidarian Coral-Serpent	Cidaris	Marine Scouting / Amphibious Combat	Highly colorful, fully aquatic viper that can hide flawlessly in coastal reefs or bilge water.

Universal Serpent Mechanics

Regardless of the breed, all snakes share the following baseline traits unless specifically overridden by a unique breed ability:

- **Thermoreception & Scent Tracking:** Serpents track targets using thermal pits and scent collection via their tongues. They ignore all penalties for blindness, darkness, fog, or smoke when interacting with warm-blooded targets within 5 meters.
- **Swimming:** Serpents can swim at their full SPD value without spending extra Stamina, and they can freely use their Dodge/Escape skill while fully submerged.
- **Feral:** For the purposes of Awareness and Wilderness Survival, a serpent's predatory instincts grant them an effective INT of 7.
- **Vulnerabilities:** Beast Oil (+1d6 damage).
- **Loot:** Beast bones (1d6/2), Raw meat (1d6/2), Venom extract (1d6/2) *(Venom extract is only harvestable from venomous breeds).*

Serpent Base Statistics Archetypes

To seamlessly manage different serpent varieties at your table, use these functional stat blocks built around the core baseline mechanics:

Breed Archetype	HP	STA	SPD	RUN	BODY	REF	DEX	EMP	WILL	Bite Damage & Effects	Average Cost
Harmless/Companion *(Ribbon-Snake)*	5	10	5	15	1	3	4	2	2	1 Point (No Poison)	20 Crowns
Venomous Stalker *(Horned Viper, Coral-Serpent)*	10	10	6	18	1	4	3	2	3	1d6 Piercing + Poison (75%)	120 Crowns
Vineyard/Utility *(Grass-Adder)*	12	15	6	18	1	4	4	3	4	1d4 Piercing + Poison (25%)	60 Crowns
Heavy Constrictor *(Imperial Constrictor)*	22	20	4	12	4	3	3	1	5	1d6+2 Bludgeoning + Grapple	200 Crowns

Breed Deep-Dives

Zerrikanian Horned Viper

"A Zerrikanian doesn't carry a dagger in his boot because he prefers steel. He carries a Horned Viper because it doesn't leave a blade wound for the guards to trace."

- **Danger Rating:** Easy
- **Skill Bases:** Stealth +12, Melee +8, Awareness +7, Courage +6, Dodge/Escape +6.
- **Unique Breed Weapons & Abilities**

- **Hyper-Potent Venom:** Base Roll: 14 | Damage: 1d6 (Piercing) | Reliability: 10 | Range: 1m | ROF: 1.
    - **Effect:** Poison (75%). If the target fails their Endurance check against the poison, they take 3 points of damage per round (instead of the standard 2) and suffer a -1 penalty to REF due to rapid onset paralysis.
- **Alchemical Fountain:** If milked safely by a character with **Alchemy (+12)**, the viper provides double the standard yield of venom extract when harvested during a downtime period.

Nilfgaardian Imperial Constrictor

- **Skill Bases:** Melee +7, Athletics (Grappling) +10, Intimidation +9, Physique +8, Endurance +8.
- **Unique Breed Weapons & Abilities**
    - **Crushing Bite:** Base Roll: 11 | Damage: 1d6+2 (Bludgeoning/Piercing) | Reliability: 12 | Range: 1m | ROF: 1.
        - **Effect:** Automatic Grapple on hit.
    - **Suffocating Coils:** Once the Imperial Constrictor successfully grapples a target, it uses its action each round to constrict. The target takes **1d6+4 Bludgeoning damage** automatically and begins suffocating according to the standard suffocation rules unless they break the grapple (**DC 15 Physique/Athletics**).
    - **Living Lock:** Due to its immense muscle density, the constrictor can be ordered to wrap around a door handle, gate lever, or chest, increasing the DC to open or break the object by +3.

Toussaint Grass-Adder

- **Skill Bases:** Awareness +9, Stealth +10, Wilderness Survival +8, Dodge/Escape +7, Melee +6.
- **Unique Breed Weapons & Abilities**
    - **Snapping Bite:** Base Roll: 10 | Damage: 1d4 (Piercing) | Reliability: 10 | Range: 1m | ROF: 1.
        - **Effect:** Poison (25%).
    - **Vineyard Sentinel:** Highly attuned to small invasive pests. If left to guard a camp or a storehouse, it automatically grants its master a **+2 to Foraging checks** for food items by keeping scavenging rodents entirely at bay.
    - **Docile Temperament:** This breed is remarkably calm. Anyone using the Animal Handling skill to interact with or calm a Toussaint Grass-Adder gains a permanent **+3 bonus** to the roll.

Cidarian Coral-Serpent

- **Skill Bases:** Athletics (Swimming) +12, Stealth +11 (+14 in water), Melee +7, Awareness +8.
- **Unique Breed Weapons & Abilities**
    - **Aquatic Strike:** Base Roll: 11 | Damage: 1d6 (Piercing) | Reliability: 10 | Range: 1m | ROF: 1.
        - **Effect:** Poison (75%).
    - **Marine Camouflage:** Possesses bright, shifting scale patterns that mimic ocean flora. While submerged in salt water, rivers, or swamp beds, the Coral-Serpent gains an additional **+3 to Stealth checks** and can strike from absolute concealment.
    - **Bilge Habituation:** Completely immune to penalties caused by dirty, stagnant, or hypoxic water, making it a favorite tool for Cidarian pirates hiding assets in a ship's flooded lower hold.

Fancy Ribbon-Snake

- **Skill Bases:** Stealth +14, Dodge/Escape +10, Sleight of Hand +8, Awareness +6.
- **Unique Breed Weapons & Abilities**

- **Nip:** Base Roll: 7 | Damage: 1 Point (Piercing) | Reliability: 5 | Range: 1m | ROF: 1. (No Poison).
- **Sleeve Stowaway:** Due to its thin, lightweight body, the Ribbon-Snake can fold itself seamlessly along a character's forearm, inside a sleeve, or within the lining of a doublet. Any guard searching the player must beat a **DC 18 Awareness check** to detect the hidden serpent.
- **Pickpocket's Line:** Can be used to thread small strings through keyholes, vents, or iron grates, allowing a thief to pull lightweight items out of an otherwise unreachable room.

---

breezewiki

BreezeWiki source code

Documentation and more information

Chat / Bug reports / Feature requests

This unofficial instance is based off the BreezeWiki source code, but is not controlled by the code developer.

This page displays proxied content from https://the-witcher-rpg.fandom.com/wiki/Serpentes:_Friend_of_Foe. Text content is available under the CC-BY-SA license, see license info. Media files may have different copying restrictions.

Fandom is a trademark of Fandom, Inc. BreezeWiki is not affiliated with Fandom.